



USER INTERFACE WITH SKIN COMPOSER



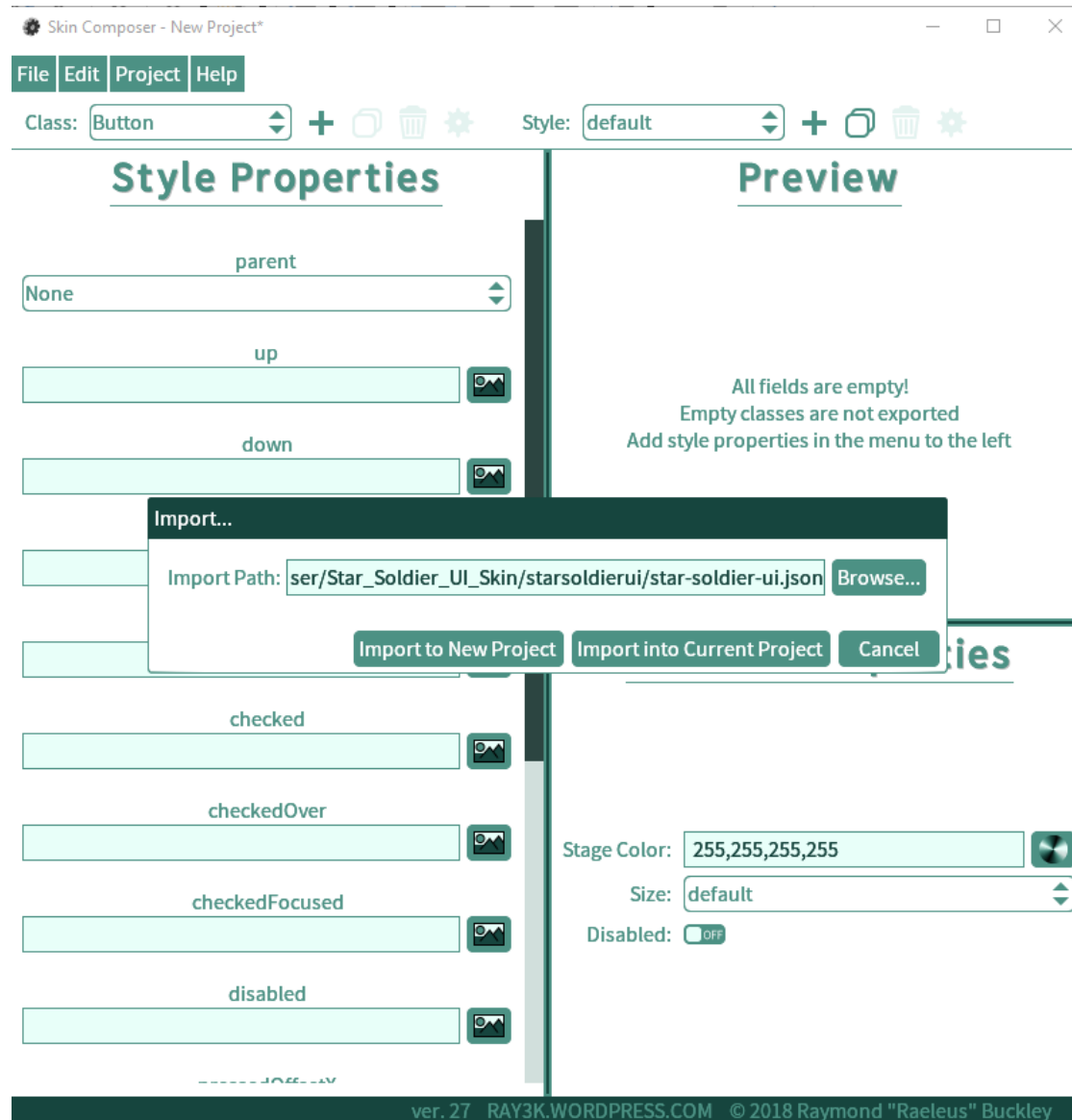
DEFINITION:

Skin Composer is a Java program powered by the LibGDX framework which allow us to make customized user interfaces which can be buttons, labels and all the customized items we want to use on our game

Basically is a tool that allow us to make our game more fancy and customized. We need to have drawables and with skin composer we can make that events change it's appearance.

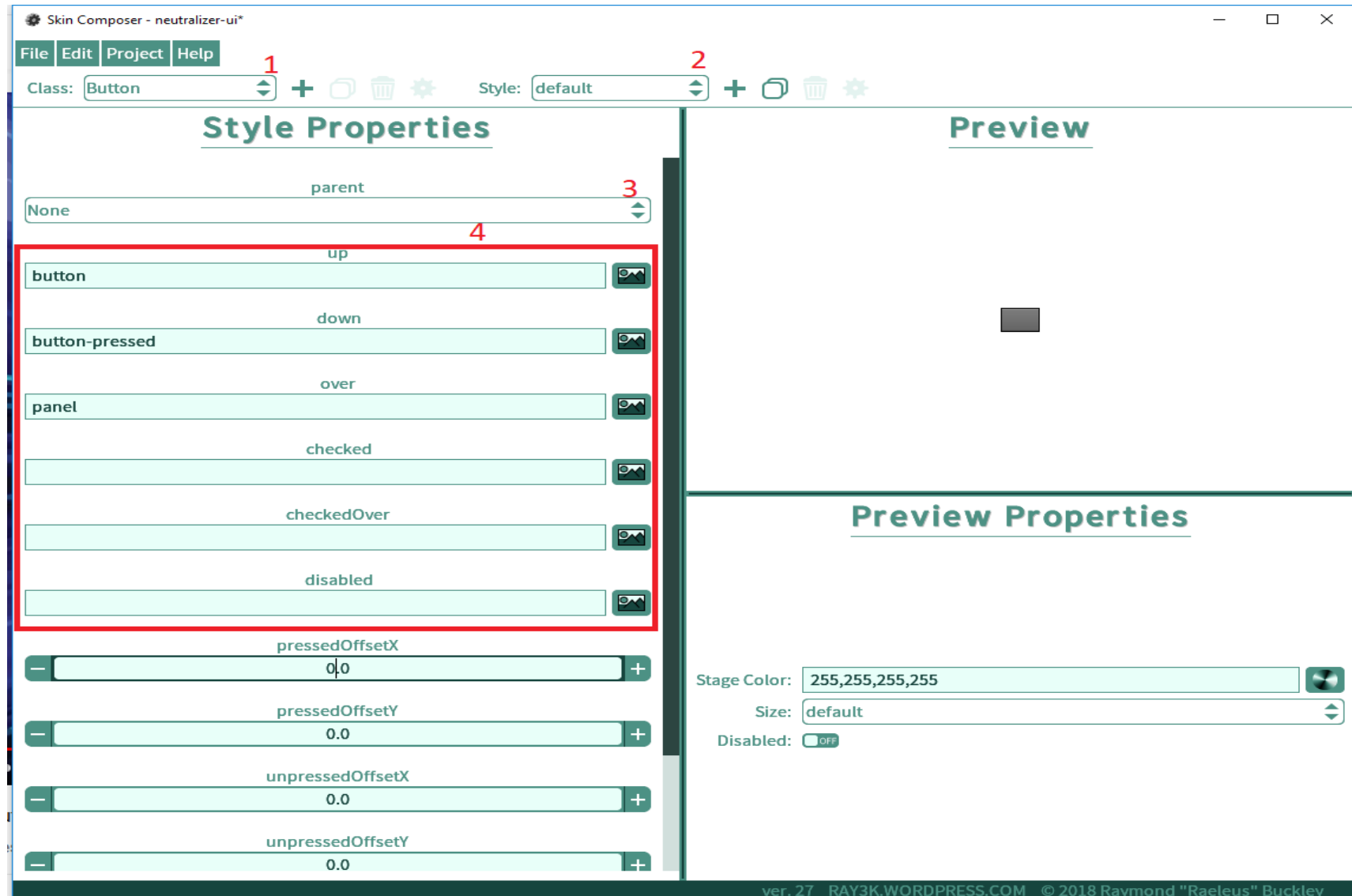


STARTING TO USE IT:





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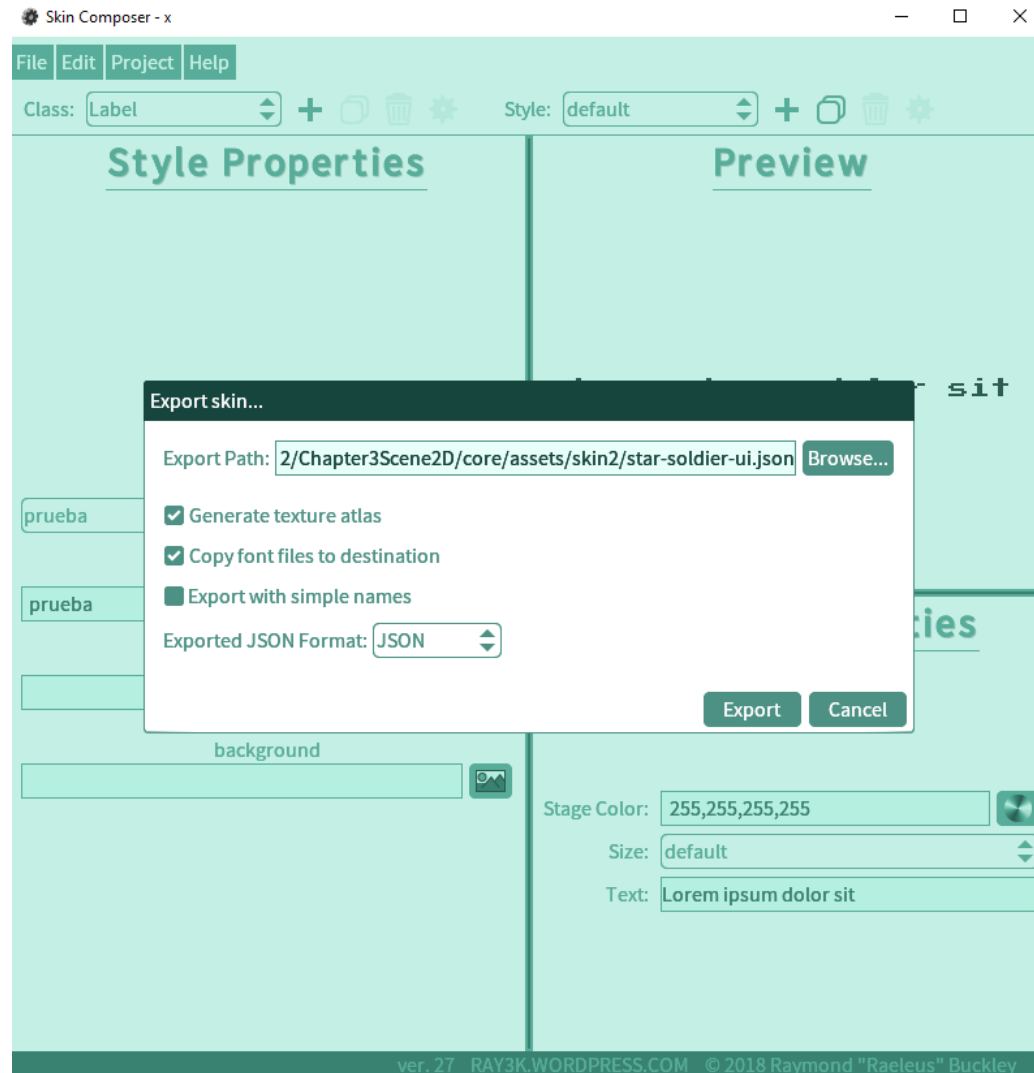


HOW TO ADD A DRAWABLE





IMPLEMENT TO YOUR PROJECT





IMPLEMENT TO YOUR PROJECT

```
// On the gameScreen  
private Skin skin;  
  
Skin skin = new Skin(Gdx.files.internal("skin/star-soldier-ui.json"));  
  
//On the HUDSTAGE  
addActor(new Label("Texto", skin, "nombreSkin"));
```



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Skin Composer

PROJECT EXAMPLE: